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EmuMovies

SUNSOFT® for the Nintendo Entertainment System®

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JOURNEY TO SILIUS

INSTRUCTION MANUAL

SUNSOFT® Limited Warranty

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Official Nintendo Seal of Quality

SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this Warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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Nintendo Entertainment System®

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GAME STORY

The time is the year 0373 in the new space age calendar. The earth's population is exploding so rapidly that people are seeking exodus to an outer space paradise. People everywhere are eager to develop space colonies and emigrate to them.

Jay McCray is no exception. He is preparing for his journey to the new space colony #428 in the Silius Solar System. He decided to move to the colony because his father, an astute scientist, was instrumental in the space colony development. Jay had always been proud of his father and wanted to be like him, even more so now, because his father was appointed leader of the SSS colony development.

Jay's dream is to be on a space colony development team. Unfortunately, his dream will not come true. A devastating explosion

continued on next page ▶

rocked the SSS colony and destroyed everything, including all project data and the research team. Any further development of the colony would be impossible.

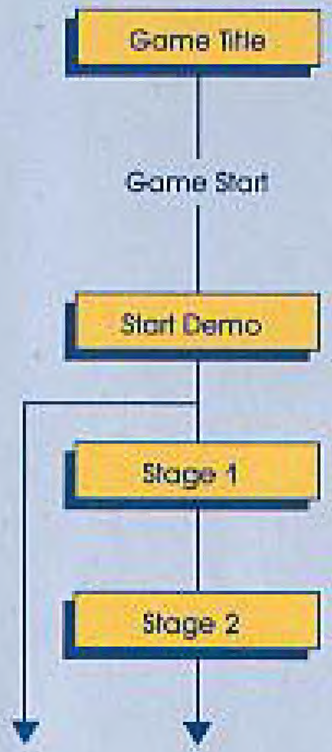
Because Jay's father was killed in the explosion, Jay would never know what really happened. He is determined to take over for his father, but without his father's records, research is at a standstill.

While searching his father's room, Jay finds a floppy disk. When he puts it in the computer, he realizes it contains a complete plan of the SSS colony development. The disk also includes a letter from his father which reads, "Terrorists are plotting to destroy the colony development. If anything happens to me, you must complete the project."

"Father knew this would happen," Jay said to himself, "but, now that I have his plans, I can finish his work." As Jay worked on the project, he realized the terrorists were still out there and even more determined to destroy the SSS colony plan.

Jay then vows, "I have no choice but to fight the terrorists to defend the colony development and to avenge my father's death."

GAME PLAY STAGES



The game consists of five stages, accompanied by two demonstrations: the title (opening) demo and the ending demo. The game play proceeds in the flow chart as shown at left.

▶ **Jay McCray,** with his close-up face, declares his battle against the terrorist.

▶ **A deserted space colony in Space Age 0373.**
Stage 1 Boss: Helicopter & Mini Robots

▶ **Underground Concourse**
Stage 2 Boss: War Vehicle Robot

continued on next page ▶

Stage 3

- **Terrorist Headquarters**
  Stage 3 Boss: Troop of Cannons

Stage 4

- **Inside the Terrorist's Spaceship**
  Stage 4 Boss: Mammoth Cannon

Final Stage
1st Boss

- **Inside the Terrorist's Spaceship Factory**
  Stage 5 Boss: Giant Exodus Spaceship

Final Stage
Last Boss

- **Battle with Android** (Human metallic skeleton), or the Final Stage Boss.

Ending Demo

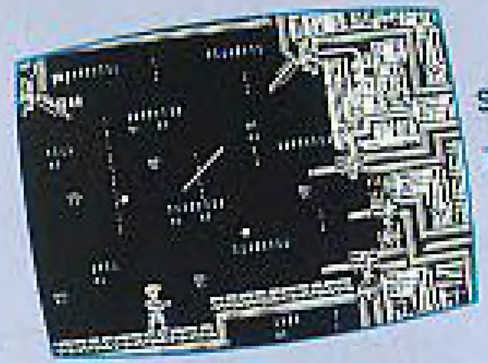
- **Completed Space Colony,** followed by the introduction of the SUNSOFT staff who have created the Operation SSS.
- Press any button on the Controller I to return to Stage 1.

GAME STAGE BOSSES

Stage 1
Helicopter

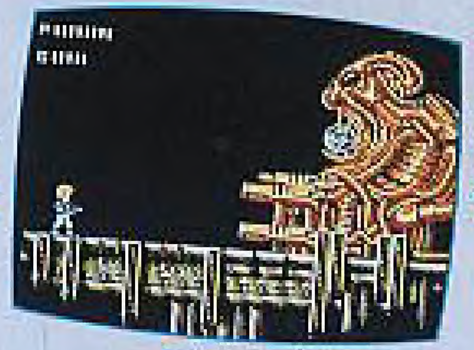
Stage 2
War Vehicle Robot

GAME STAGE BOSSES



Stage 3

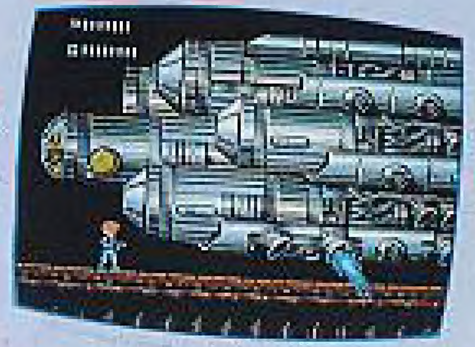
Troop of Cannons



Stage 4

Mammoth Cannon

GAME STAGE BOSSES



Stage 5

Giant Exodus Spaceship

Final Stage

Final Boss — Android

(Human Metallic Skeleton)

WEAPON SELECTION

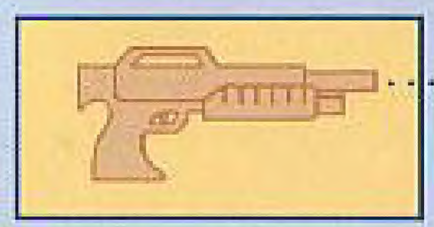
The hero, Jay, can use six different weapons available for selection, by following the processes below:

Weapon select mode — The player can switch 'game play' mode to/from 'weapon select' mode, by pressing the Start Button. The screen on the 'weapon select' mode is:

WEAPON SELECTION

Press Select Button when selecting a weapon of preference, below:

Hand Gun — This gun is available at the game play start in stage 1 and can be used throughout the game play. This gun, not subject to energy consumption, keeps its energy constantly in full.



Shot Gun — Can shoot bullets to three directions. The gun is available at the game play start in stage 1.

WEAPON SELECTION

Machine Gun — Can shoot continuously. The gun is available for pickup in stage 1.

Homing Missile — Can shoot up to three missiles at a time and keep track of an aimed target. This missile is available at the end of stage 2.

Laser Rifle — Can shoot laser beams. This rifle is available in stage 3.

WEAPON SELECTION

Grenade Launcher — Can shoot a powerful, destructive hit. This weapon is available in stage 4.

Gun Energy Meter — The energy of each weapon, except Hand Gun, will be lost in proportion to its consumption. When energy is lost, no other weapons can be used for their intended purposes. You can check about the level of energy consumption on this meter. You can start using the weapon in hand when the energy is refilled by picking up an Energy Capsule.

ITEMS FOR PICKUP

There are four items available to pick up for selection of a weapon to use in the battle against enemies. Each item is marked with the initial of the weapon on the face of it. Two other items (capsules) are also available for pickup for recovery of game player power or weapon energy.

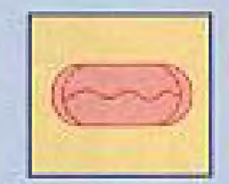
Machine Gun — Available for pickup in stage 1.

Homing Missile — Available for pickup at end of stage 2.

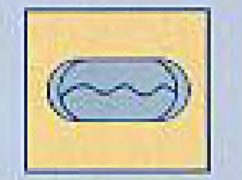
Laser Rifle — Available for pickup in stage 3.

ITEMS FOR PICKUP

Grenade Launcher — Available for pickup in stage 4.



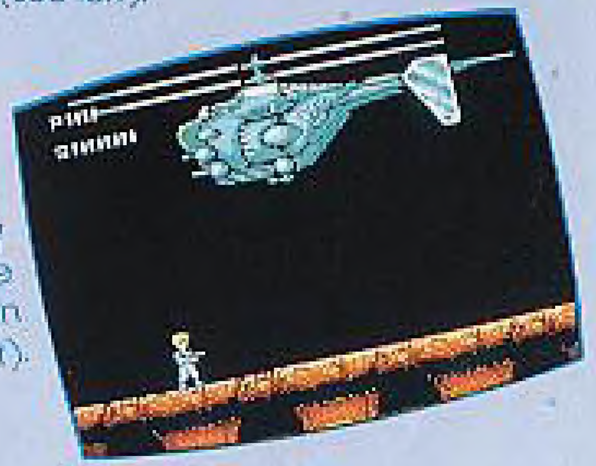
Life Capsule (red) — Available for pickup in all stages. By picking up a Life Capsule, you can regain your life power by increasing an increment on the Life Power Meter.



Energy Capsule (blue) — Available for pickup in all stages. By picking up an Energy Capsule, you can regain your game power energy by increasing two increments on the Gun Energy Meter.

ITEMS FOR PICKUP

Energy Meters — Two Energy Meters are available: (1) Life Power Meter (P Meter) and (2) Gun Energy Meter (G Meter) (see left).



Both meters are constantly shown at the upper left on the screen when the game is in 'game play' mode (see right).

GAME PLAY FEATURES

1. In stages 3 and 4, you are exposed to a variety of enemy weaponry like laser launchers and cannons.
2. The background in the 5th stage is so programmed to automatically scroll (right to left) that you are geared to be carried all along the predetermined moving route, on the container, inside the factory.

PRECAUTIONS

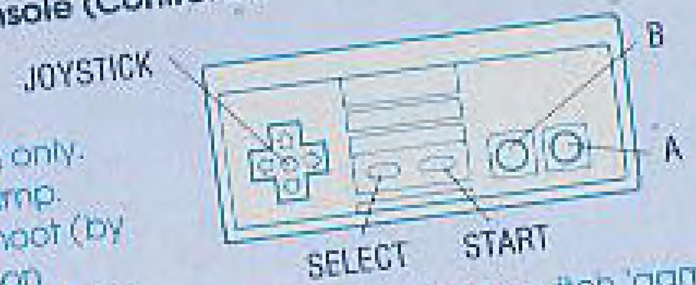
Be sure to turn the power OFF before inserting the game pak or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

GAME PLAY OPERATION

Game-Play Console (Controller)



Use Controller I only.

- **A** — Press to jump.
- **B** — Press to shoot (by using a weapon available at the time).
- **START** — Press either to start, to continue, or to switch 'game play' to/from 'weapon select' mode.
- **SELECT** — Press to pause (when the game is in 'game play' mode). Press to select a weapon of preference (when the game is in 'weapon select' mode and when option weapons are available).
- **JOYSTICK** — Press sideways to move the hero (Jay) left to/from right. Press down to let the hero lie down (no action follows by pressing up).

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.